

File 8: Ei Compendex(R) 1884-2010/Apr W2  
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File 6: NTIS 1964-2010/Apr W3  
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\*File 2: IPC codes have been added to the file. See HELP NEWS 2  
for details.  
File 95: TEME-Technology & Management 1989-2010/Mar W1  
(c) 2010 FIZ TECHNIK  
File 23: CSA Technology Research Database 1963-2010/Feb  
(c) 2010 CSA.  
File 475: Wall Street Journal Abs 1973-2010/Apr 19  
(c) 2010 The New York Times  
File 99: Wilson Appl. Sci & Tech Abs 1983-2010/Feb  
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File 144: Pascal 1973-2010/Apr W2  
(c) 2010 INIST/CNRS  
File 1: ERIC 1965-2010/Mar  
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File 121: Brit. Education Index 1976-2010/Q2  
(c) 2010 British Education Index  
File 437: Education Abstracts 1983-2010/Feb  
(c) 2010 The HW Wilson Co  
File 7: Social SciSearch(R) 1972-2010/Apr W2  
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File 35: Dissertation Abs Online 1861-2010/Mar  
(c) 2010 ProQuest Info&Learning  
File 65: Inside Conferences 1993-2010/Apr 15  
(c) 2010 BLDSC all rts. reserv.  
File 142: Social Sciences Abstracts 1983-2010/Feb  
(c) 2010 The HW Wilson Co

S1 350396 RADIO(3N)(WAVE OR WAVES OR SPECTRUM OR SPECTRA OR FREQUE-  
NC? OR SIGNAL? ?) OR RFID  
S2 92201 S1/2005:2010  
S3 258195 S1 NOT S2  
limitall/s3  
S4 79033 READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE-  
ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN?  
OR TAG  
S5 11522 OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD  
OR CARDS OR CHARACTER? ?  
S6 292 GAME OR GAMES OR TOY OR TOYS OR GAMING  
S7 161 S1(S)S6  
S8 79 S7(S)(S4 OR S5)  
S9 2231 S4(10N)S5  
S10 1274 S9(S)S1  
S11 24429 BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR?  
? OR DISPLAY? ?  
S12 145 S10(S)S11  
S13 223 S8 OR S12  
S14 178 RD (unique items)  
S15 38 S7(S)S11  
S16 23 S15 NOT S14  
S17 19 RD (unique items)

14/7/36 (Item 3 from file: 2)  
DIALOG(R)File 2: INSPEC

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09285236

**Title:** Tagaboo: a collaborative children's game based upon wearable RFID technology

**Author(s):** Konkel, M.; Leung, V.; Ullmer, B.; Hu, C.

**Author Affiliation:** Sch. of Design, Hong Kong Polytech. Univ. , China

**Journal:** Personal and Ubiquitous Computing , vol.8 , no.5 , pp.382-4

**Publisher:** Springer-Verlag

**Country of Publication:** UK

**Publication Date:** 2004

**ISSN:** 1617-4909

**SICI:** 1617-4909(2004)8:5L:382:TCCG;1-D

**CODEN:** PUCEAN

**Item Identifier (DOI):** [10.1007/s00779-004-0302-y](https://doi.org/10.1007/s00779-004-0302-y)

**Language:** English

**Document Type:** Journal Paper (JP)

**Treatment:** Practical (P)

**Abstract:** Tagaboo is an interactive game for two or more children that is based upon wearable **radio frequency identification ( RFID)** technology. Tagaboo combines aspects from traditional athletic children's **games** with tagged physical **objects** that are bound to different sounds and behaviors. These **objects** (tokens) are hidden in pockets that are placed on a wearable vest. While one or more children wear such vests, children may "seek" for tokens using a special glove, which is embedded with an **RFID reader** and computing capabilities. We believe Tagaboo suggests new potentials for applying **RFID** technology in both children's **games** and wearable computing ( 4 refs.)

14/7/39 (Item 6 from file: 2)

DIALOG(R)File 2: INSPEC

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09168371

**Title:** Issues with RFID usage in ubiquitous computing applications

**Author(s):** Floerkemeier, C.; Lampe, M.

**Author Affiliation:** Dept. of Comput. Sci., Pervasive Comput. Inst., Zurich, Switzerland

**Book Title:** Pervasive Computing. Second International Conference, PERVASIVE 2004. Proceedings. (Lecture Notes in Comput. Sci. Vol.3001)

**Inclusive Page Numbers:** 188-93

**Publisher:** Springer-Verlag, Berlin

**Country of Publication:** Germany

**Publication Date:** 2004

**Conference Title:** Pervasive Computing. Second International Conference, PERVASIVE 2004. Proceedings

**Conference Date:** 18-23 April 2004

**Conference Location:** Linz/Vienna, Austria

**Conference Sponsor:** Austrian Ministry of Transport, Innovation and Technol. FIT-IT Embedded Syst. Forschungsforderungsfonds fur die Gewerbliche Wirtschaft Oesterreichische Computergesellschaft Land Oberosterreich Stadt Linz Stadt Wien

**Editor(s):** Ferscha, A. Mattern, F.

**ISBN:** 3 540 21835 1

**Number of Pages:** xvii+358

**Language:** English

**Document Type:** Conference Paper (PA)

**Treatment:** Practical (P)

**Abstract:** Radio frequency identification (RFID) has recently received a lot of attention as an augmentation technology in the ubiquitous computing domain. In this paper we present various sources of error in passive RFID systems, which can make the reliable operation of RFID augmented applications a challenge. To illustrate these sources of error, we equipped playing cards with RFID tags and measured the performance of the RFID system during the different stages of a typical card game. The paper also shows how appropriate system design can help to deal with the imperfections associated with RFID ( 9 refs.)

14/7/42 (Item 9 from file: 2)

DIALOG(R)File 2: INSPEC

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08630397

**Title:** Smart Playing Cards: a ubiquitous computing game

**Author(s):** Romer, K.; Domnitcheva, S.

**Author Affiliation:** Dept. of Comput. Sci., Eidgenossische Tech. Hochschule, Zurich, Switzerland

**Journal:** Personal and Ubiquitous Computing , vol.6 , no.5-6 , pp.371-7

**Publisher:** Springer-Verlag

**Country of Publication:** UK

**Publication Date:** 2002

**ISSN:** 1617-4909

**SICI:** 1617-4909(2002)6:5/6L:371:SPCU;1-V

**CODEN:** PUCEAN

**U.S. Copyright Clearance Center Code:** 1617-4909/02/\$2.00+0.20

**Language:** English

**Document Type:** Journal Paper (JP)

**Treatment:** Practical (P)

**Abstract:** We present the 'Smart Playing Cards' application, a ubiquitous computing game that augments a classical card game with information technological functionality by attaching RFID tags to the cards. We also mention requirements that such an application makes on a supporting software infrastructure for ubiquitous computing ( 14 refs.)

14/7/74 (Item 11 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012415272 IP Accession No: 200909-71-1277359; 200909-61-1301850; 20091271167; A09-99-1748762

**Wireless monitoring of playing cards and/or wagers in gaming**

Soltys, Richard; Huizinga, Richard

, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=75 75234.PN.&OS=PN/7575234&RS=PN/7575234](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=75%2075234.PN.&OS=PN/7575234&RS=PN/7575234)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

Playing **cards** carry conductive material which may be wirelessly interrogated via **radio frequency** transmission to **identify** a rank and/or suit for monitoring a **card game** . Chips carry conductive material which may be wirelessly interrogated via **radio frequency** transmission to **identify** a value for monitoring wagering in a **card game**.

14/7/77 (Item 14 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012400711 IP Accession No: 200909-71-1250729; 200909-61-1275110; 20091244064; A09-99-1727073

**Sequenced antenna array for determining where gaming chips with embedded RFID tags are located on a blackjack, poker or other gaming table and for myriad other RFID applications**

Hecht, Kurt; Storch, Leonard  
, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=75 61053.PN.&OS=PN/7561053&RS=PN/7561053](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=75%2061053.PN.&OS=PN/7561053&RS=PN/7561053)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

An improved antenna system, method and apparatus for interrogating and locating RFID (Radio Frequency **Identification**) tags and other RF (Radio Frequency) devices, and various applications therefore and thereof, are disclosed. One embodiment is for reading and locating the physical **position** of **RFID** tags (such as is made by Phillips, Siemens's Infineon and Texas Instrument) that may be embedded in **gaming** chips (**RFID gaming** chips, such as is made by **Gaming** Partners International Corp.) used in a casino, TV or movie studio or elsewhere for wagering at table **games** and other gambling **games** including Blackjack, Poker, Craps, Baccarat and Roulette, but the invention may be used for various other **RFID** applications.

14/7/83 (Item 20 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012220040 IP Accession No: 200906-71-1189367; 200906-61-1211255; 20091168061; A09-99-1171406

**Remote Radio Controlled Inflatable Toys**

Lin, Pin-Houn  
, Canada

**Publisher Url:** <http://patents.ic.gc.ca/cipo/cpd/en/patent/1112450/summary.html>

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

TITLE Remote Radio Controlled Inflatable Toys ABSTRACT Remote radio controlled inflatable toy includes a huge inflatable **figure** of man, animal or **object**, a movable base connected to the bottom of the **figure** and operable by remote control of a **radio signal**, and a separately provided **radio signal** emitter/controller, and characterized in that: wheels **radio signal** receiver and drive mechanism are provided under the movable base to drive and/or change direction of movement through the remote control of the **radio signal** emitter/controller. A connector is provided on top of the base to retain the inflated **figure** and keep one **figure** from falling from the base. The static **figure** is removably mounted on the base through inflation to cause its bottom or foot to be urged against the connector or retracted therefrom. The radio controlled base adds a dynamic interest to the static **figure** mounted thereupon. When the **figure** is separated from the base, both can be played with as individual items. A plurality of **figures** can be provided interchangeably on a single base. -1-

14/7/84 (Item 21 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012219943 IP Accession No: 200906-71-1140335; 200906-61-1161574; 20091120103; A09-99-1123610

**Remote Controlled Sports Game**

Landsinger, Edmund E; Bosley, Denis V  
, Canada

**Publisher Url:** <http://patents.ic.gc.ca/cipo/cpd/en/patent/1171436/summary.html>

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

A remote controlled sports **game** having first and second **figures** operable on a playing surface with each of the **figures** having receivers tuned to different **frequencies** for operation by **radio** transmitters with the control of movement of the **figures** against a **game object** such as a ball being effected remotely. A drive system is provided for driving two wheels simultaneously with reversal of direction of the motor operating a cam slide member through a spring clutch to lift one drive wheel for providing a tight turning radius.

14/7/85 (Item 22 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012081703 IP Accession No: 200905-71-1084343; 200905-61-1104735; 20091065644; A09-99-1068441

**Remote Controlled Sports Game**

Bosley, Denis V; Landsinger, Edmund E

, Canada

**Publisher Url:** <http://patents.ic.gc.ca/cipo/cpd/en/patent/1178627/summary.html>

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

D-12059 A remote controlled sports **game** having first and second **figures** operable on a playing surface with each of the **figures** having receivers tuned to different **frequencies** for operation by **radio** transmitters with the control of movement of the **figures** against a **game object** such as a ball being effected remotely. A drive system is provided for driving two wheels simultaneously with reversal of direction of the motor operating a cam slide member through a spring clutch to lift one drive wheel for providing a tight turning radius.

14/7/90 (Item 27 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0011680518 IP Accession No: 200904-71-0777084; 200904-61-0791490; 20090765198; A09-99-0767053

**Children's toy with wireless tag/transponder**

Weston, Denise Chapman

, USA

**Publisher Url:** <http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=74 88231.PN.&OS=PN/7488231&RS=PN/7488231>

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

A playmate **toy** or similar children's **toy** is provided having associated wireless, batteryless ID **tag** that can be **read** from and/or written to using a **radio-frequency** communication protocol. The **tag** is mounted internally within a cavity of the **toy** and thereby provides wireless communication of stored information without requiring removal and reinsertion of the **tag**. In this manner, a stuffed animal or

other **toy** can be quickly and easily **identified** non-invasively, without damaging the **toy**. Additional information (e.g., unique personality traits, special powers, skill levels, etc.) can also be stored on the **ID tag**, thus providing further personality enhancement, input/output programming, simulated intelligence and/or interactive **gaming** possibilities.

14/7/92 (Item 29 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0011256303 IP Accession No: 200902-71-0427461; 200902-61-0428750; 20090418824; A09-99-0420002

**RFID whiteboard**

Hart, Matt E

, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=74 71209.PN.&OS=pn/7471209&RS=PN/7471209](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=74%2071209.PN.&OS=pn/7471209&RS=PN/7471209)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

Systems and methods for using **radio frequency** identification ('**RFID**') technology in display boards such as whiteboards, corkboards, and bulletin boards are disclosed. An **RFID tag** is affixed to each **object** that is placed on the display board. Each **tag** uniquely **identifies** the **object** to which it is affixed. **RFID readers** are placed in proximity to the board so that the **position** and identity of the tagged **objects** on the **board** can be **determined**. **RFID readers** can quickly convey this information to a computing device. Optionally, receipt of the position and identity information at the computing device can trigger other events such as the output of notifications.

14/7/110 (Item 47 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0010057915 IP Accession No: 200808-71-0974368; 200808-61-1075523; 20080936446; A08-99-1039780

**Video display controller, user interface and programming structure for such interface**

Bertram, Randal Lee

, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 57091.PN.&OS=pn/5657091&RS=PN/5657091](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netahtml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56%2057091.PN.&OS=pn/5657091&RS=PN/5657091)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

The use of video/audio signal streams such as in the past have been distributed by broadcast over **radio frequency** bands or by cable distribution, or made available from video recorder/player devices such as cassette recorders or video disc players, or made available from direct, live sources such as cameras, **game** systems or computers. In accordance with this invention, programs stored in memory devices associated with microcontrollers controlling the display to a user are constructed in a language which uses layered statements, each of which can have a description portion, an action portion, and a unique connecting **character**.

File 9:Business & Industry(R) Jul/1994-2010/Apr 19  
(c) 2010 Gale/Cengage  
File 16:Gale Group PROMT(R) 1990-2010/Apr 19  
(c) 2010 Gale/Cengage  
File 160:Gale Group PROMT(R) 1972-1989  
(c) 1999 The Gale Group  
File 148:Gale Group Trade & Industry DB 1976-2010/Apr 19  
(c) 2010 Gale/Cengage  
\*File 148: CURRENT feature not working. See HELP NEWS148.  
File 621:Gale Group New Prod.Annou.(R) 1985-2010/Mar 02  
(c) 2010 Gale/Cengage  
File 15:ABI/Inform(R) 1971-2010/Apr 19  
(c) 2010 ProQuest Info&Learning  
File 624:McGraw-Hill Publications 1985-2010/Apr 19  
(c) 2010 McGraw-Hill Co. Inc  
File 635:Business Dateline(R) 1985-2010/Apr 19  
(c) 2010 ProQuest Info&Learning  
File 636:Gale Group Newsletter DB(TM) 1987-2010/Mar 17  
(c) 2010 Gale/Cengage  
File 47:Gale Group Magazine DB(TM) 1959-2010/Mar 29  
(c) 2010 Gale/Cengage  
File 141:Readers Guide 1983-2010/Feb  
(c) 2010 The HW Wilson Co  
File 484:Periodical Abs Plustext 1986-2010/Apr 19  
(c) 2010 ProQuest  
File 88:Gale Group Business A.R.T.S. 1976-2010/Apr 19  
(c) 2010 Gale/Cengage  
File 619:Asia Intelligence Wire 1995-2010/Apr 19  
(c) 2010 Fin. Times Ltd  
File 649:Gale Group Newswire ASAP(TM) 2010/Mar 04  
(c) 2010 Gale/Cengage  
File 570:Gale Group MARS(R) 1984-2010/Mar 17  
(c) 2010 Gale/Cengage  
File 674:Computer News Fulltext 1989-2006/Sep W1  
(c) 2006 IDG Communications  
\*File 674: File 674 is closed (no longer updates).  
File 275:Gale Group Computer DB(TM) 1983-2010/Mar 11  
(c) 2010 Gale/Cengage  
File 647:UBM Computer Fulltext 1988-2010/Apr W3  
(c) 2010 UBM, LLC



NC? OR SIGNAL? ?) OR RFID

S2	188009	S1/2005:2010
S3	220340	S1 NOT S2
limitall/s3		
S4	14619	GAME OR GAMES OR TOY OR TOYS OR GAMING
S5	129454	READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE- ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN? OR TAG
S6	60669	OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD OR CARDS OR CHARACTER? ?
S7	100452	BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR? ? OR DISPLAY? ?
S8	12015	S5(10N)S6
S9	1033	S4(10N)S7
S10	0	S8(S)S9(S)S1
S11	36	S8(S)S4(S)S1
S12	105	S4(10N)S6(S)S1
S13	92	S9(S)S1
S14	215	S11:S13
S15	125	RD (unique items)

15/3,K/11 (Item 11 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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02450632 Supplier Number: 24839538 (USE FORMAT 7 OR 9 FOR FULLTEXT)

### The Generation Game

( Toy makers respond to trend towards more family interaction with several product launches; companies introduce games to take advantage of popular cultural phenomenon like Who Wants to Be A Millionaire )

Playthings , v 99 , n 5 , p 36

May 2001

**Document Type:** Journal ISSN: 0032-1567 ( United States )

**Language:** English **Record Type:** Fulltext

**Word Count:** 1872 (USE FORMAT 7 OR 9 FOR FULLTEXT)

### TEXT:

...varied formats and platforms.

Today's wireless, electronic culture is something to tap into. "Using **radio frequency** in games is a truly innovative idea and a radical departure from what we're...

...the fastest growing sector of Hasbro's overall business "and the irony is that computer **games** are often extensions of **board games**," he adds. "One's not really working against the other." But there has been a...

15/3,K/12 (Item 12 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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02189689 Supplier Number: 25739668 (USE FORMAT 7 OR 9 FOR FULLTEXT)

**Child's play: Operators are serious about FunPad as marketing tool**

**( Restaurant operators are testing Entertainment Systems Technology's FunPad system, which is a wireless electronic game board/marketing tool )**

Nation's Restaurant News , v 34 , n 25 , p 24

June 19, 2000

**Document Type:** Journal **ISSN:** 0028-0518 ( United States )

**Language:** English **Record Type:** Fulltext

**Word Count:** 746

**ABSTRACT:**

...Entertainment Systems Technology's (Huntington Beach, CA) FunPad system. The FunPad is a wireless electronic **game board**/marketing tool. The system has been found to be very appealing to children, according to... ...storage that can be expanded to 1 GB. The product features a 2.4-gigahertz **radio frequency** wireless network transceiver. The full text provides additional information.

15/3,K/17 (Item 17 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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00596734 Supplier Number: 23128618 (USE FORMAT 7 OR 9 FOR FULLTEXT)

**Lasers Replace "Paintballs" In New Entertainment System**

**( Heads Up Technologies intros adventure game called LaserTrek, reality-based action game developed for arcades, theme parks )**

Newsbytes News Network , p N/A

February 09, 1995

**Document Type:** Journal ( United States )

**Language:** English **Record Type:** Fulltext

**Word Count:** 348 (USE FORMAT 7 OR 9 FOR FULLTEXT)

**TEXT:**

...players can participate simultaneously in LaserTrek. The equipment used is infrared, laser light and a **radio frequency** local area network (LAN). Players are appraised of their **game** status through a variety of inputs. A LCD (liquid crystal **display**) indicator on the rear of the 4.25-pound laser gun keeps a running total...

...The display also indicates "hits" and where they occurred and which player "shot" you. The **game** arena has a score **board** for each team and a **game** timer that are visible to players.

The 7.8-pound vest worn by each player...

15/3,K/107 (Item 1 from file: 88)

DIALOG(R)File 88: Gale Group Business A.R.T.S.

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05627932 **Supplier Number:** 68759698

Interactive Toys and Children's Education.(research)

Oravec, Jo Ann

Childhood Education , 77 , 2 , 81

Winter , 2000

ISSN: 0009-4056

**Language:** English **Record Type:** Fulltext

**Word Count:** 3958 **Line Count:** 00326

...development:

Interaction with other toys and with television shows: Interactive Pooh (from Mattel) reacts through **radio-frequency** technology when another interactive toy in the Pooh collection (which includes Tigger and Piglet) enters...

...be "co-watchers" of television with children; they make comments about what is on the **screen**, thus encouraging children's TV consumption. Furthermore, the **toys** shape children's perceptions about the shows and about television itself, a role that many...

File 350:Derwent WPIX 1963-2010/UD=201024

(c) 2010 Thomson Reuters

File 347:JAPIO Dec 1976-2009/Dec(Updated 100326)

(c) 2010 JPO & JAPIO

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S1      187654    RADIO(3N)(WAVE OR WAVES OR SPECTRUM OR SPECTRA OR FREQUE-
              NC? OR SIGNAL? ?) OR RFID
S2      326089    GAME OR GAMES OR TOY OR TOYS OR GAMING
S3      3178      S1 AND S2
limitall/s3
S4      2327      READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE-
              ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN?
              OR TAG OR TAGS OR TAGGING
S5      1524      OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD
              OR CARDS OR CHARACTER? ?
S6      1885      BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR?
              ? OR DISPLAY? ?
S7      409       S4(S)S5(S)S6
S8      239       S7(S)S1(S)S2
S9      532       S4(10N)S5
S10     260       S5(10N)S6
S11     374       S1(S)S2(S)(S9 OR S10)
S12     226       S9(S)S6
S13     185       S10(S)S4
S14     162       S1(S)S2(S)(S12 OR S13)
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14/25,K/101 (Item 101 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0016265322 *Drawing available*

WPI Acc no: 2006-796946/200681

Related WPI Acc No: 2003-299163; 2009-J16986

**Toy character for use in interactive entertainment, has wireless transponder comprising radio**

**frequency identification tag with antenna for wireless communication of character information**

Patent Assignee: WESTON D C (WEST-I); CREATIVE KINGDOMS LLC (CREA-N)

Inventor: WESTON D C

Patent Family ( 2 patents, 1 countries )				
Patent Number	Kind	Date	Update	Type
US 20060234601	A1	20061019	200681	B
US 7488231	B2	20090210	200917	E

Local Applications (no., kind, date): US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930 ; US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930

Priority Applications (no., kind, date): US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930

**Alerting Abstract US A1**

NOVELTY - A wireless transponder arranged in inner portion of the toy, comprises radio frequency identification (RFID) tag (110) with memory for storing character information associated with the toy character, and antenna for wireless communication of the character information, through the outer covering, without requiring exposure of the wireless transponder.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

1. interactive toy system for child entertainment; and
2. method of providing interactive toy character.

USE - For stuffed animals, dolls, puppets, action figures, robots, battery operated toys, trinkets, amusement items, jewelry, board games, board game tokens, masks, costumes, magic wands, hats and bags, interactive children's books, balls, pillows, and bean bags for interactive entertainment for children.

ADVANTAGE - Since the radio waves can penetrate solid **objects** such as the outer skin of the **toy** easily, the **tag** can be mounted internally within a cavity of the **toy** and thereby provide communication of stored information without requiring surgical removal of the **tag**. A stuffed animal or other **toy** can be quickly and easily **identified** non-invasively, without damaging the **toy**.

14/25,K/113 (Item 113 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0015645363 *Drawing available*

WPI Acc no: 2006-209542/200622

XRPX Acc No: N2006-180124

**Interaction system for computer games, uses radio wave, electromagnetic, acoustic or optic means to determine position and type of gaming pieces on board**

Patent Assignee: CHRISTENSSON A (CHRI-I); SEGERHAMMAR P (SEGE-I)

Inventor: CHRISTENSSON A; SEGERHAMMAR P

Patent Family ( 2 patents, 1 countries )				
Patent Number	Kind	Date	Update	Type
SE 200400877	A	20051002	200622	B
SE 528882	C2	20070306	200720	E

Local Applications (no., kind, date): SE 2004877 A 20040401

Priority Applications (no., kind, date): SE 2004877 A 20040401

#### Alerting Abstract SE A

NOVELTY - The positions of gaming pieces (103) on a board (100) are detected using radio wave, electromagnetic, acoustic or optic means and they are identified or the type of gaming piece is determined also using radio wave, electromagnetic, acoustic or optic means. This information is sent to the computer system (104) and inputted into a game application running on the computer. The **position** and type of **gaming piece** can be **identified** using e.g. a video camera (101).

USE - For computer games or similar applications.

ADVANTAGE - Pieces can be moved more easily compared with the use of a mouse or the keyboard input of coordinates.

14/25,K/131 (Item 131 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0014599418 *Drawing available*

WPI Acc no: 2004-781384/200477

**RF game card, game interface method using the same, and security method and server used for the same**

Patent Assignee: BLUEDIGM INC (BLUE-N)

Inventor: CHAE S C; LEE J H

Patent Family ( 2 patents, 1 countries )				
Patent Number	Kind	Date	Update	Type
KR 2004066743	A	20040727	200477	B
KR 701057	B1	20070329	200830	E

Local Applications (no., kind, date): KR 200411578 A 20040220; KR 200411578 A 20040220

Priority Applications (no., kind, date): KR 200411578 A 20040220

#### Alerting Abstract KR A

NOVELTY - An RF(Radio Frequency) game card, a game interface method using the same, and a security method and a server used for the same are provided to solve a problem such as an illegal duplication of the game card, offer various amusements by offering a new interface, and induce the purchase of the game card.

DESCRIPTION - An RF reader(42) continuously transmits a radio wave. If the RF **game** card(41) is approached in a range of the radio wave, the RF reader receives the data of the RF **game** card and transfers the data to an operation device(45). An input device(43) is a mouse, a joystick, and a **game** pad, and is connected to the operation device. An output device(44) is a **monitor**, a TV, and a speaker,

and is connected to the operation device. The operation device performs the operation according to a **game** software by receiving the information needed for advancing a **game** from the RF reader or the input device, and is a video **game** console, a computer, a **game** machine, or a **game** server.